IPB AND MDMP

PROCESS

“War is tough. It's tougher if you're stupid.”

John Wayne

REFERENCES

1. FM 34-130
2. FM 101-5
3. FM 101-5-1
4. FM 34-2-1

WHAT IS IPB?

“The systematic, *continuous* process of analyzing the threat and environment in a specific geographic area. It is designed to support staff estimates and military decision making”

FM 34-130

WHY IPB?

- **Understand the battlefield**
- **Reveal enemy capabilities and vulnerabilities**
- **Predict enemy courses of action**
- **Plan the battle**
- **Synchronize operating systems**

WHO CONDUCTS IPB?

- **Everyone conducts IPB, but Intelligence Officer has staff responsibility**
- **All Staff Officers prepare detailed IPB products tailored to functional areas**

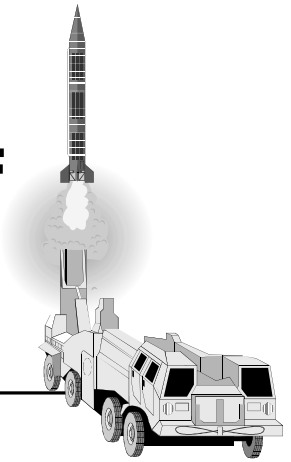
  Engineers are the terrain experts (Topo Team, threat obstacles, and breeching equipment)
- **All Commanders and Staff members need to understand and apply IPB during the staff planning process**

FORMAL FOUR-STEP PROCESS

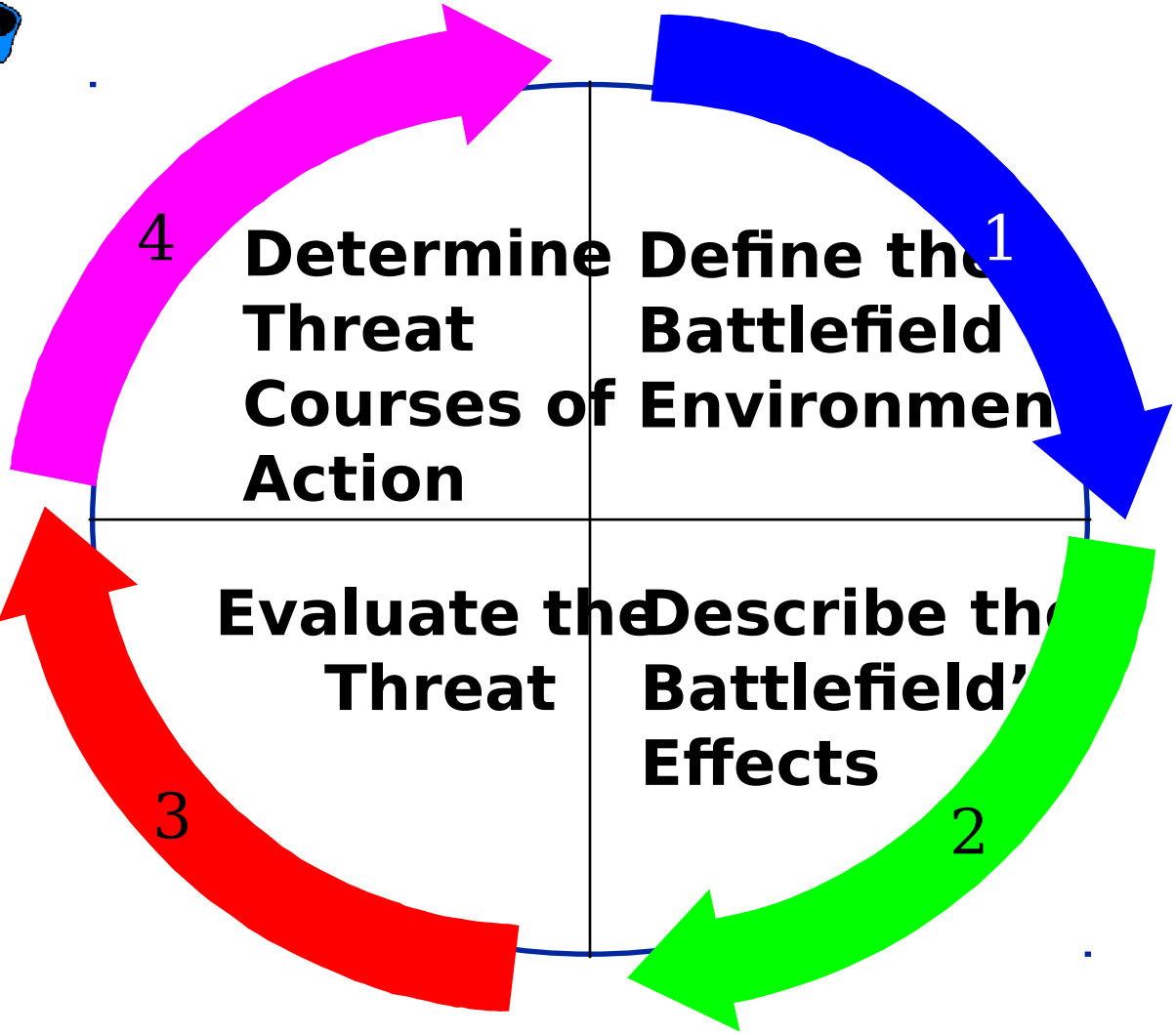
- **Define the battlefield environment**
- **Describe the battlefield's effects**
- **Evaluate the threat**
- **Determine threat courses of action**

In Plain English

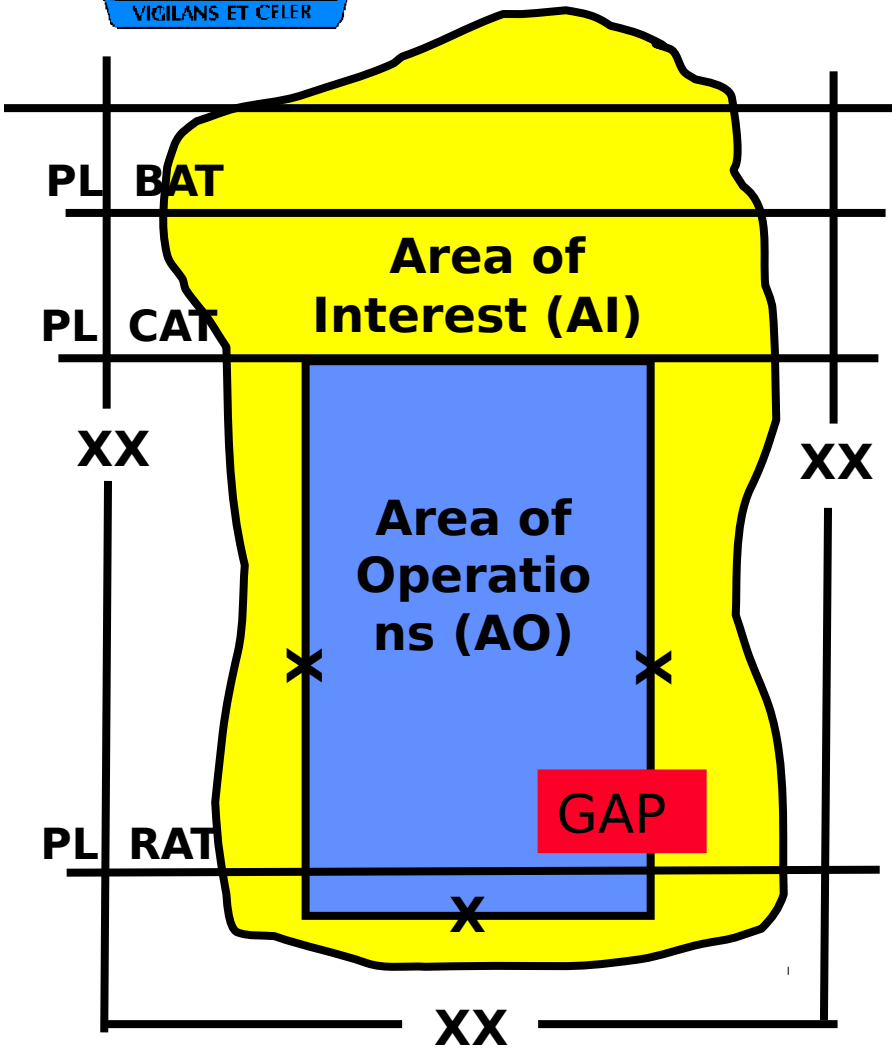
Terrain Effects
Weather Effects
+ Threat Doctrine = _____
Possible Courses of Action



Intelligence Preparation of the Battlefield



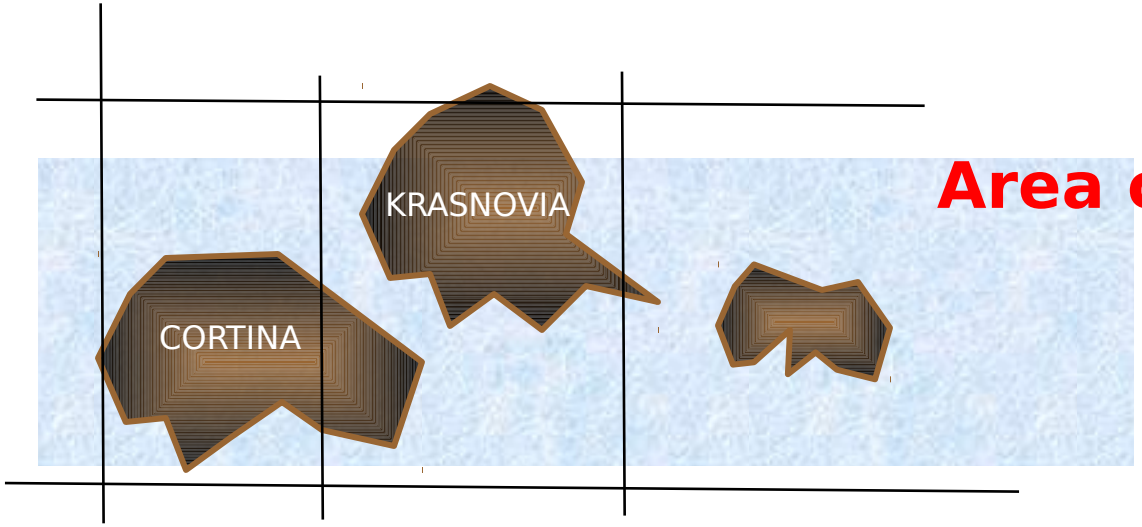
DEFINE THE BATTLEFIELD ENVIRONMENT Step 1



- **Identify significant characteristics of the environment**
- **Identify the limits of the AO**
- **Establish limits of the AI**
- **Evaluate databases and identify intelligence gaps**
- **Collect intel required to conduct remainder of IPB**

AREA OF OPERATIONS

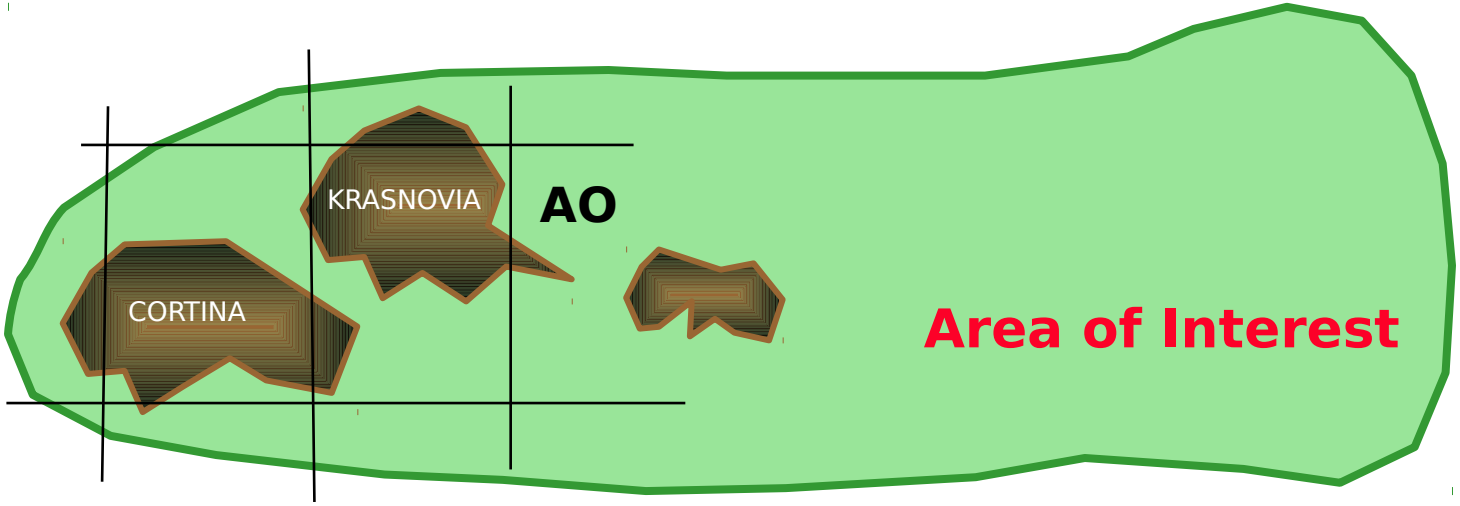
- **Assigned by higher**
- **Defined by boundaries**
- **Of sufficient size to allow completion of mission**
- **Where the commander is given authority and responsibility to conduct military operations**



Area of Operations

AREA OF INTEREST

- **Geographic area from which information and intelligence are required to execute successful operations**
- **Includes any threat forces or characteristics of the battlefield environment that will significantly influence accomplishment of the command's mission.**



Based on amount of time needed to complete MSN: BN–12 HRs, BDE– 24 HRs, DIV-72 HRs

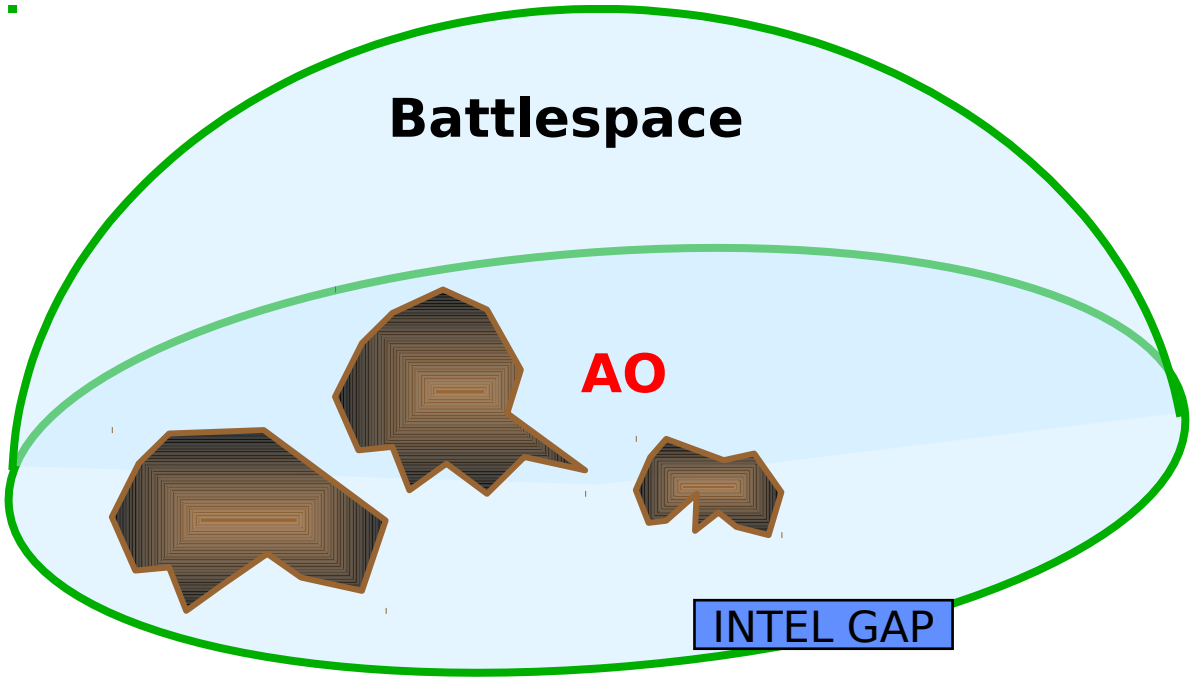
Base limits on ability of threat to project power or move forces into AO

BATTLESPACE

- **Conceptual three dimensional physical volume in which the Commander seeks to dominate the *enemy***
- **Expands & contracts in relation to the ability to acquire & engage the *enemy***
- **It can change as the Commander's vision of the battlefield changes**
- **Not assigned by a higher commander, nor constrained by assigned boundaries**
- **At lower tactical levels, battlespace is determined by the range of direct-fire systems and the terrain on which they are applied. The higher the echelon, the greater the complexity and number of variations of battlespace**

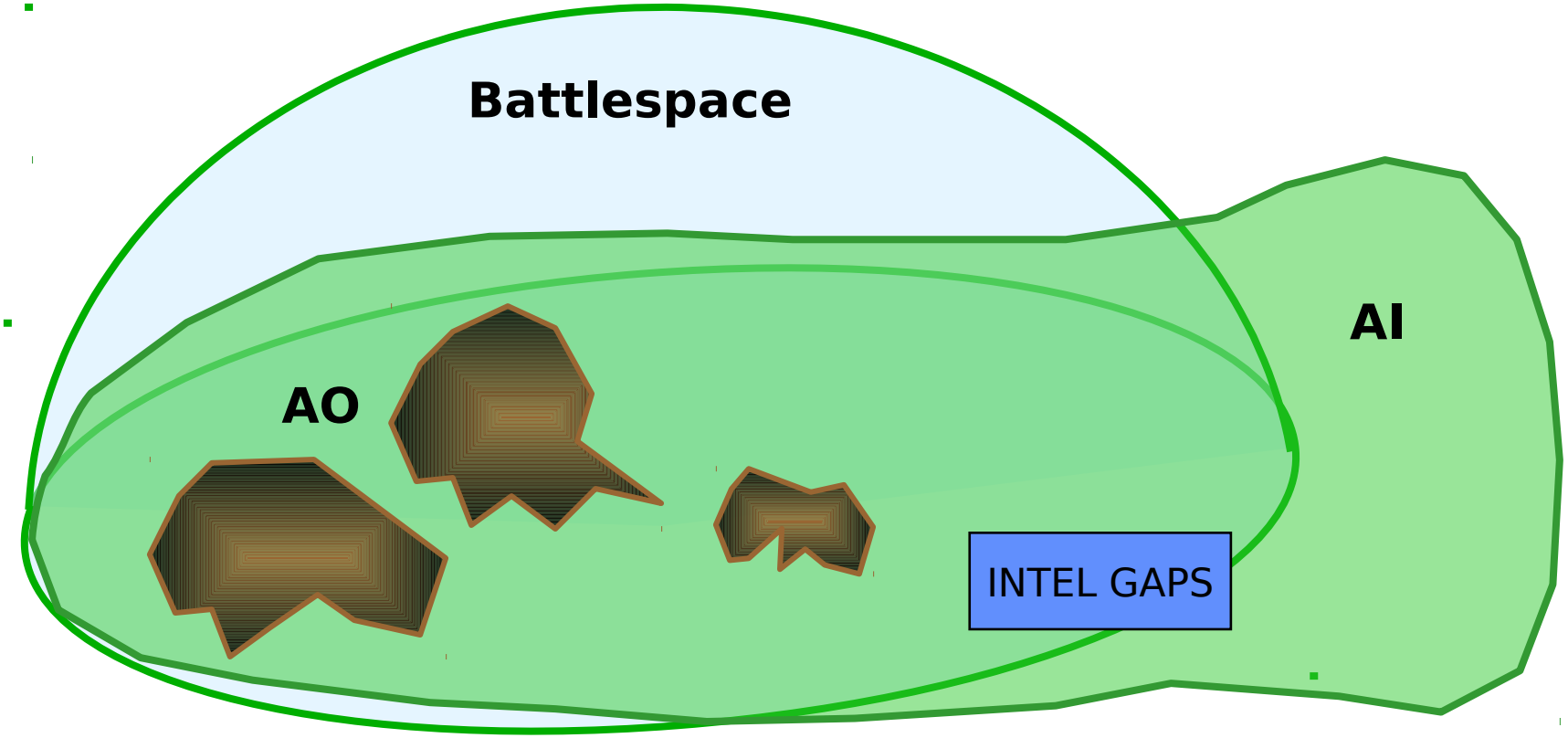
BATTLESPACE

A commander envisions the combined battlespace of his units long range weapons, airborne and ground acquisition systems, and other assets given to him or used on his behalf (SOF, AI / CAS assets, and adjacent unit fires).



You must know all relevant players in the battlespace!

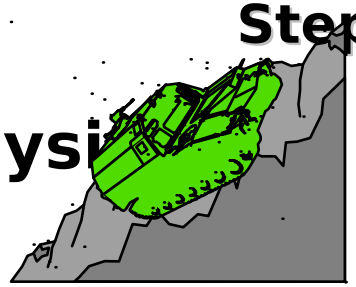
BATTLEFIELD AREAS



DESCRIBE THE BATTLEFIELD'S EFFECTS

Step2

- **Terrain Analysis**

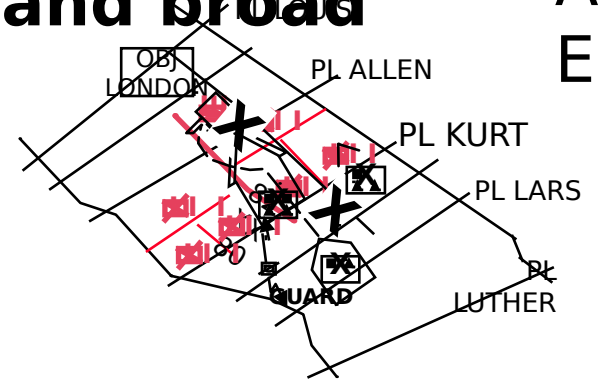


Rugged hilly terrain

- **Weather Analysis**

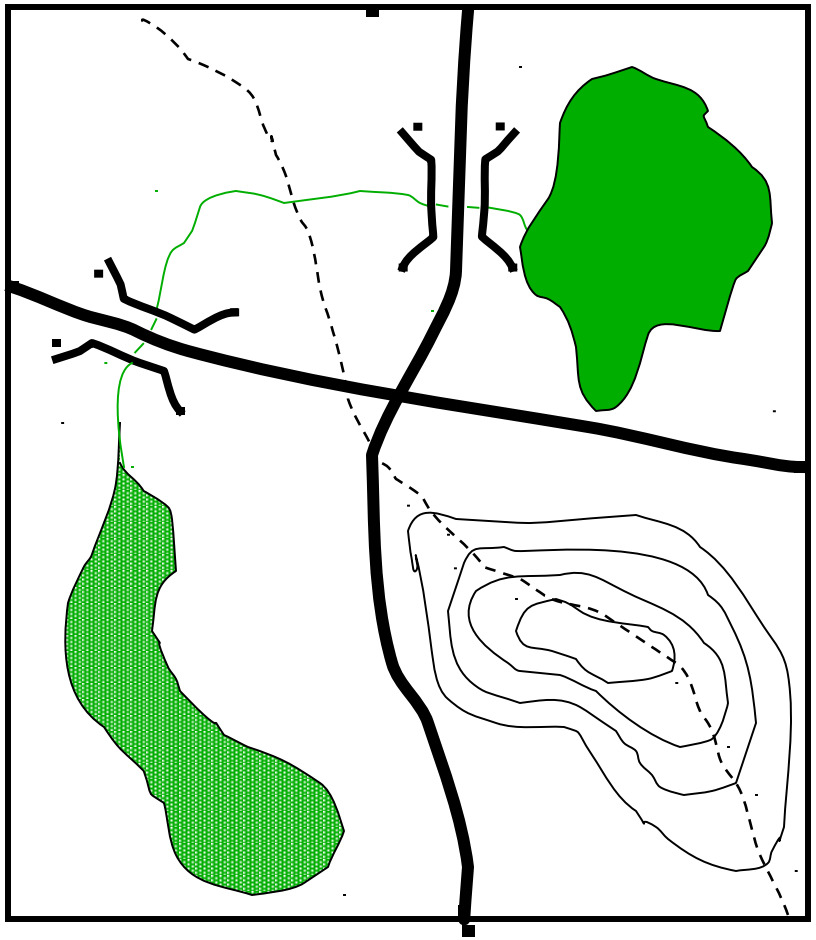
Early morning frost

- **Describe the effects on threat & friendly capabilities and broad COAs**



Attack on E flank unlikely

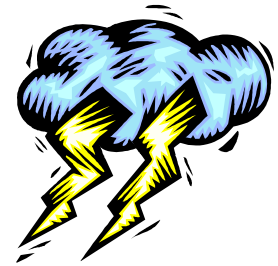
DESCRIBE THE BATTLEFIELD'S EFFECTS

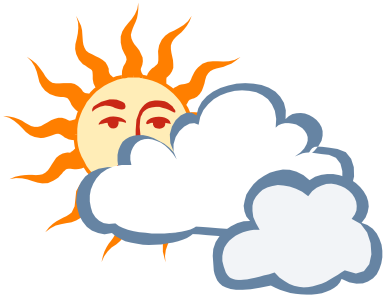


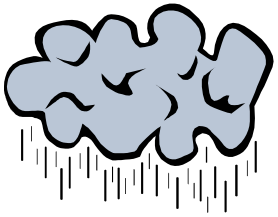
- **Analyze the battlefield environment**
  - **Weather analysis**
  - **Terrain analysis**
  - **Analysis of other characteristics**
- **Effects on threat and friendly capabilities and COAs**

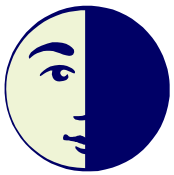
MILITARY ASPECTS OF WEATHER

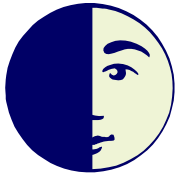
- Visibility
- Wind
- Precipitation
- Cloud Cover
- Temperature & Humidity









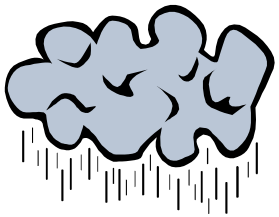


VISIBILITY

REDUCED VISIBILITY:

- Provides concealment
- Favors the Offense / retrograde OPS
- Impedes R & S
- Target acquisition less accurate

AVAILABLE LIGHT:



- BMNT
- Sunrise / Sunset
- EENT
- Moonrise / Moonset
- Percent of illumination

WINDS

- NBC Operations
- Limits Airborne / Air Assault / Aviation operations
- Blowing sand, dust, rain, snow reduce effectiveness of radars and communications systems

PRECIPITATION / CLOUD COVER

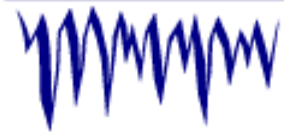
- Trafficability (mud, snow, ice)
- Visibility
- Degrades target acquisition assets and electro-optical systems
- Fog limits laser guidance systems

TEMPERATURE and HUMIDITY

- **Temperature and humidity extremes reduce personnel and equipment capabilities**

- **May require reduced aircraft payloads**

- **Temperature crossover degrade target acquisition systems**



WEATHER'S EFFECTS ON MILITARY OPERATIONS

- **Evaluate the weather's effects on:**
  - **Personnel**
  - **Equipment**
  - **Current and Future Operations**
- **Revise weather effects on Terrain Analysis as the weather changes**
- **Focus on the *effects* of the weather rather than the weather itself**

TERRAIN ANALYSIS

- Map Recon
- Recon AO / AI
- Military Aspects of Terrain
- Evaluate Terrain's Effects

MILITARY ASPECTS OF TERRAIN

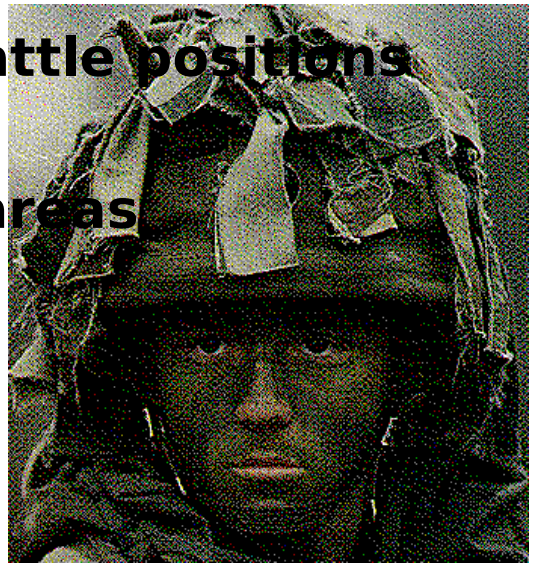
- **O bservation and Fields of Fire**
- **C over and Concealment**
- **O bstacles**
- **K ey Terrain**
- **A venues of Approach**

OBSERVATION & FIELDS OF FIRE

- ***Observation*** **- the ability to see the threat either visually or through the use of surveillance.**
- ***Fields of Fire*** **- the area that a weapon or group of weapons may effectively cover with fire from a given position.**
- **Evaluation allows you to identify:**
  - **potential engagement areas, “fire sacks”, or “kill zones”**
  - **defensible terrain & specific system or equipment positions**
  - **where maneuvering forces are most vulnerable to observation & fire**
- **Useful tools:**
  - **LOS analysis (TERRABASE)**
  - **Range fans (Individual / Unit)**
  - **Shaded relief or elevation tinting (Tops Tm)**

COVER & CONCEALMENT

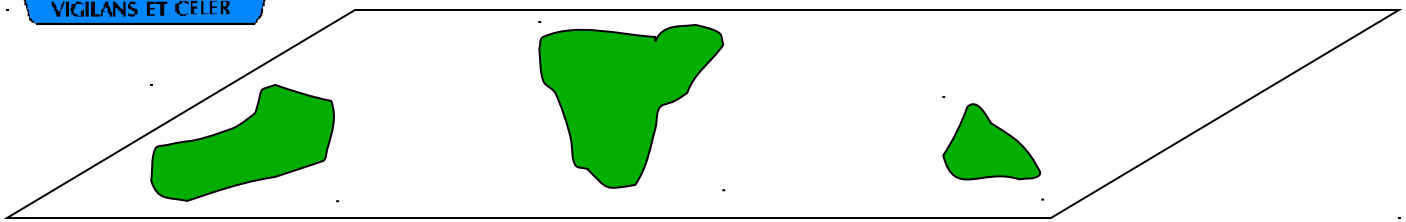
- *Concealment*_ - protection from observation.
- *Cover* - protection from the effects of direct & indirect fires.
- Evaluation of Cover & Concealment aids in identifying:
  - defensible terrain & potential battle positions
  - approach routes
  - potential assembly & dispersal areas
- Methods for determining:
  - Map recon (Individual / Unit)
  - Ground or Air recon (Unit)
  - Satellite photos (Eng / MI)
  - Area studies (Eng / MI)
  - LOS analysis (TERRABASE)



OBSTACLES

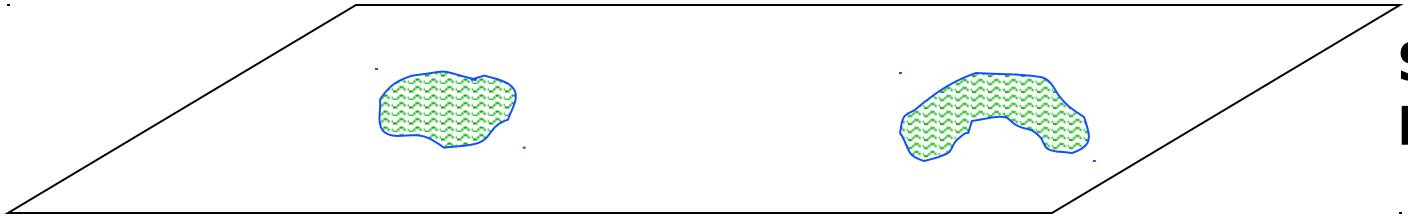
- **Any natural or manmade terrain features that stop, impede, or divert military movement (both ground & air).**
- ***Factors to consider are:***
  - **Vegetation (tree spacing, trunk diameter)**
  - **Surface drainage (width, depth, velocity, slope & height)**
  - **Surface materials (soils type & conditions that affect mobility)**
  - **Surface configuration (slopes that affect mobility)**
  - **Transportation systems (bridges, slopes, & road width)**
  - **Effects of actual or projected weather**
- ***Integrating the above factors into a single***

COMBINED OBSTACLE OVERLAY



Vegetation

+



Surface Drainage

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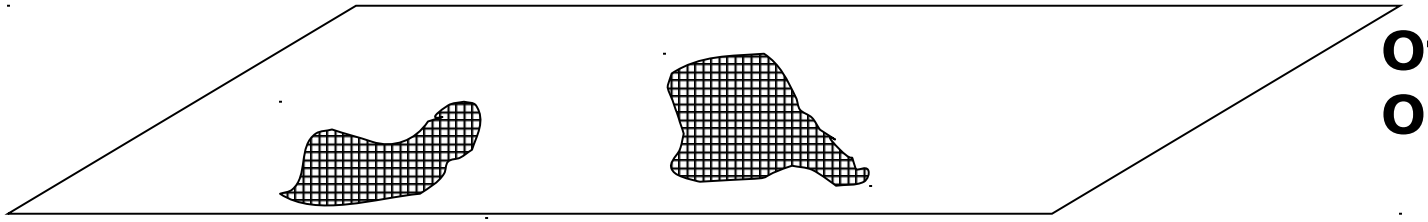
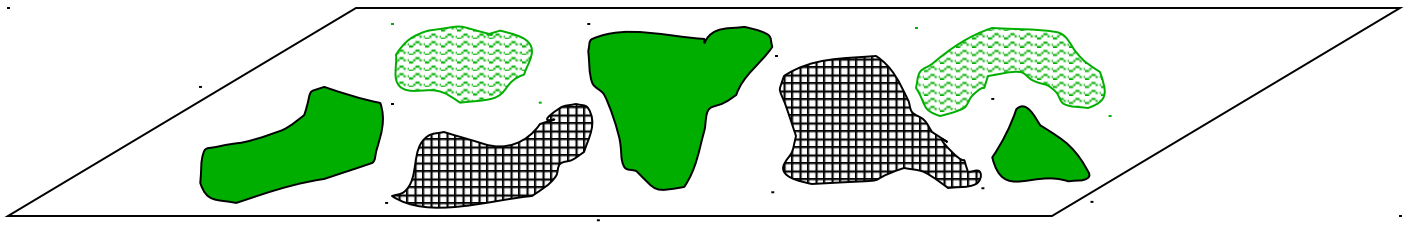


Other Obstacles

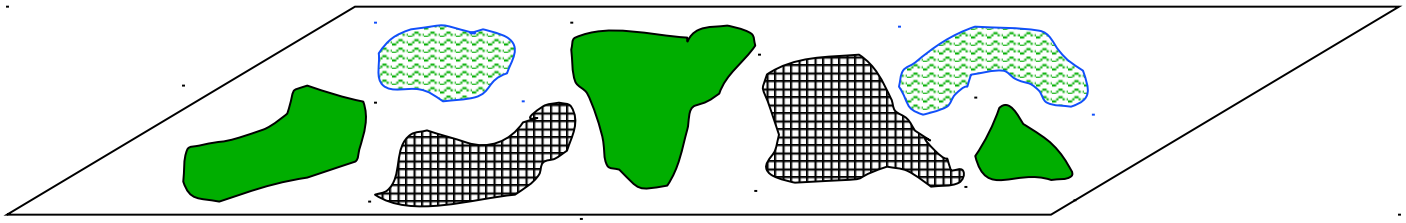
↓



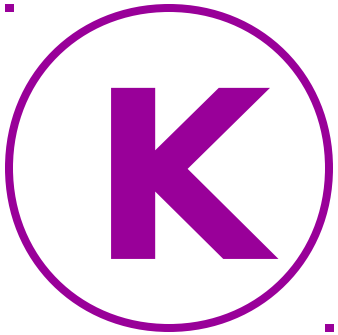
COMBINED OBSTACLES

TERRAIN CLASSIFICATION

- **Unrestricted**
- **Restricted**
- **Severely Restricted**



KEY TERRAIN



Any locality or area where the seizure, or retention of which, affords a marked advantage to either combatant.

Offensive:

- **Forward of friendly positions**
- **Ensures required threat destruction / evacuation**
- **Threat obstacles / Fields of fire**

Defensive:

- **Good observation / Fields of fire over avenues of approach**
- **Cover obstacles by fire**
- **Road junctions / Lines of communication**

KEY TERRAIN VS DECISIVE TERRAIN

Key Terrain

- **Any locality or area, where the seizure or retention of which, affords a marked advantage to *either* combatant.**

Decisive Terrain

- ***Key terrain* that has an extraordinary impact on the mission;**
- **Relatively rare; will not be present in every situation;**
- **Successful accomplishment of the mission (Offense or Defense) depends on seizing or retaining it;**
- **Commander designates to communicate its importance.**

AVENUES OF APPROACH

- An air or ground route of an attacking force of a given size leading to its objective or to key terrain in its path.

- Determination should consider:
  - Access to key terrain & adjacent avenues
  - Degree of canalization & ease of movement
  - Use of concealment & cover
  - Use of observation & fields of fire
  - Sustainability
  - Directness to the objective

- Developed by identifying, categorizing, & grouping Mobility Corridors (normally, two echelons below your command).

MOBILITY CORRIDORS

- **Areas where a force will be canalized due to terrain constrictions.**
  - **Relatively free of obstacles**
  - **Allows military forces to capitalize on the principles of *mass* and *speed***
- **“Building blocks” for determining Avenues of Approach**

BN MC **CO MC**

Threat or Friendly

MODIFIED COMBINED OBSTACLE OVERLAY (MCOO)

- A graphic product used to reflect the results of terrain analysis and the battlefield's effects on military operations.
- Begin with the Combined Obstacle Overlay and "consider" adding:
  - Cross-country mobility classifications (Unrestricted, Restricted, & Severely Restricted)
  - Avenues of approach & mobility corridors
  - Countermobility obstacle systems
  - Defensible terrain
  - Engagement areas
  - Key terrain

TECHNIQUES & THE MCOO

Step 1: Highlight elevations in the AO that cause firing problems for units

Step 2: Highlight terrain which causes firing systems cant problems

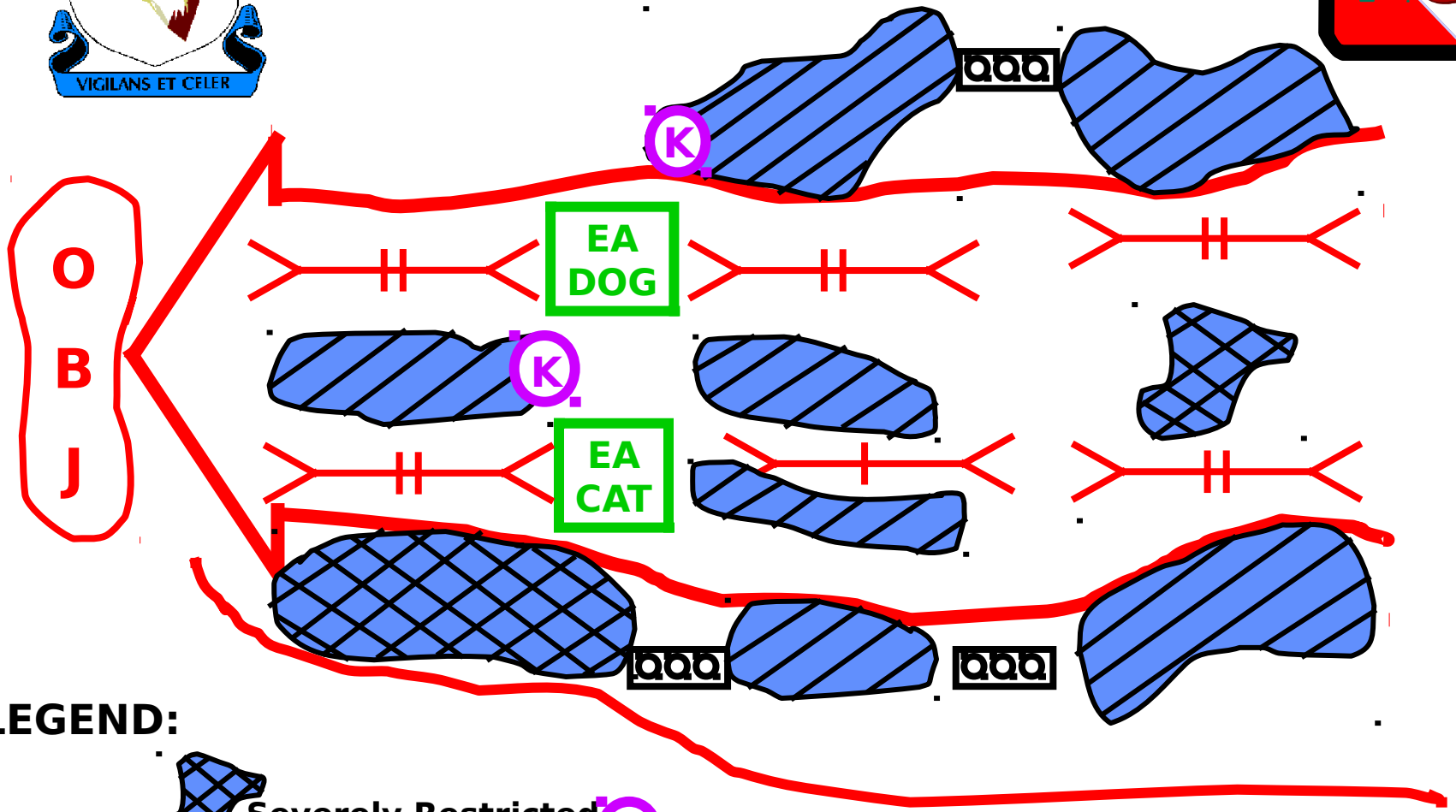
Step 3: On the same overlay, depict ground & air mobility corridors affecting the AO. Connect to form AAs.

Step 4: Highlight key & decisive terrain

Step 5: Highlight all bodies of water and built-up areas that cause mobility problems

Step 6: Template *all possible PAs,* given the constraints

SAMPLE MCOO



LEGEND:

Severely Restricted

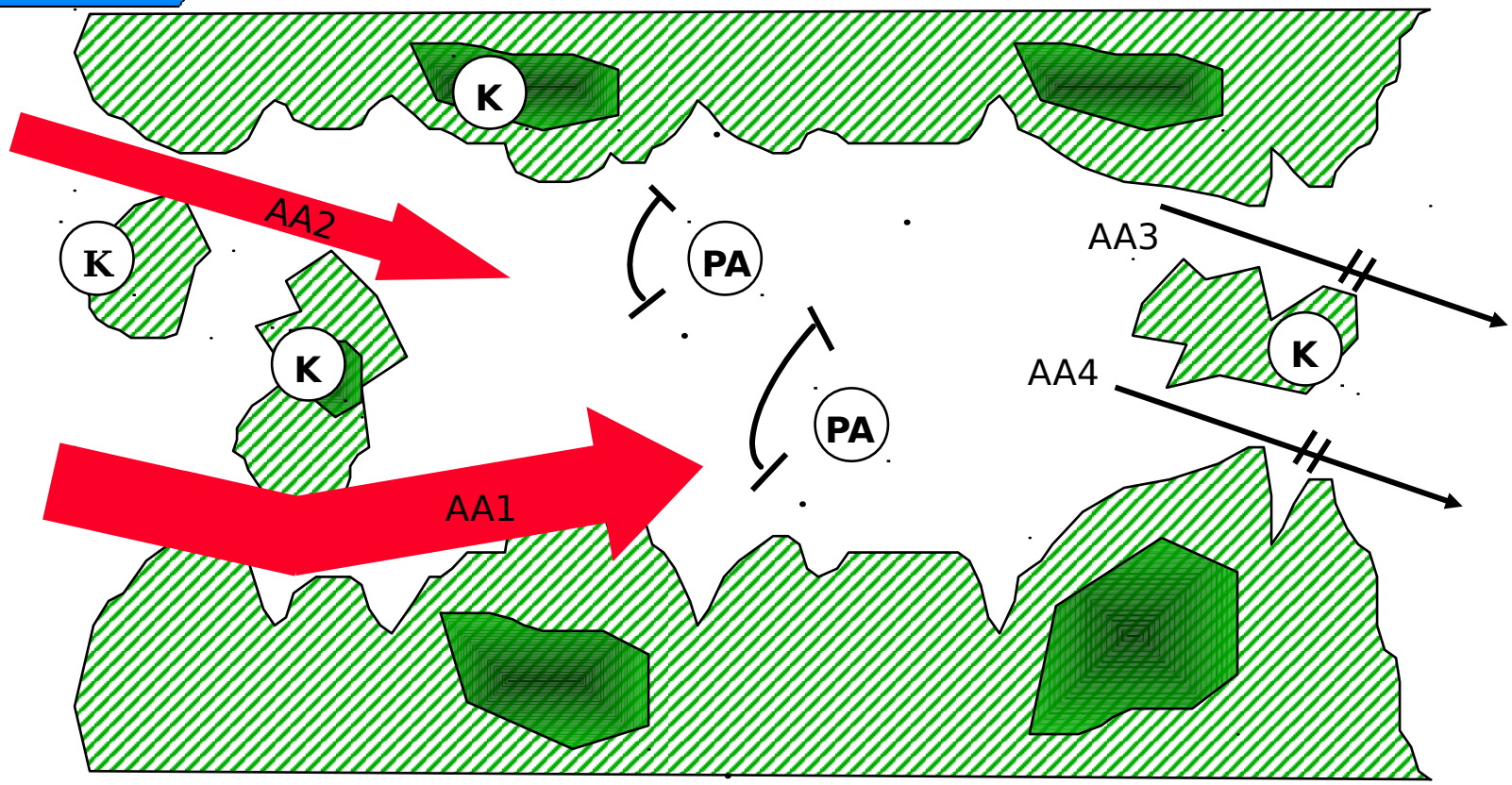
Restricted

K Key Terrain

Minefield

EA CAT Engagement Area

SAMPLE MCOO



LEGEND

= Severely Restrictive

= Restrictive

= Intervisability lines

PA = Position area

K = Key terrain

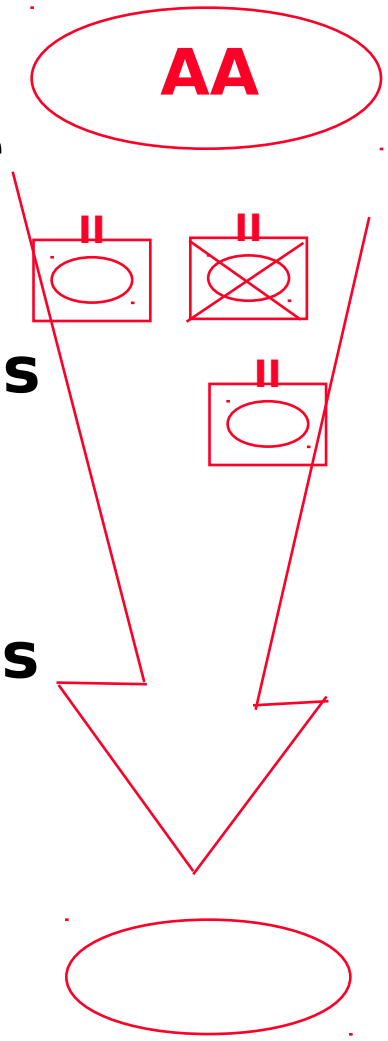
ANALYSIS OF "OTHER CHARACTERISTICS" OF THE BATTLEFIELD

- Aspects of battlefield environment not considered in terrain and weather analysis
- Consider each characteristic and then its impact on military operations (just as before)
- Examples:
- Logistics infrastructure
  - Population demographics
  - Economics
  - Politics & Government

EVALUATE THE THREAT

Step 3

- **Update or create threat models**
- **Convert threat doctrine or patterns of operation to graphics (Doctrinal Template)**
- **Describe in words the threat's tactics capabilities, and options**
- **Identify HVTs**
- **Identify threat capabilities**



Description:

- Mov't begins as early as 1.5 hrs after order
- Main body seeks flanks
- Supported well by FS

Failure Options:

- Hasty defense
- Fix friendly forces with 2nd echelon FS

HVTL

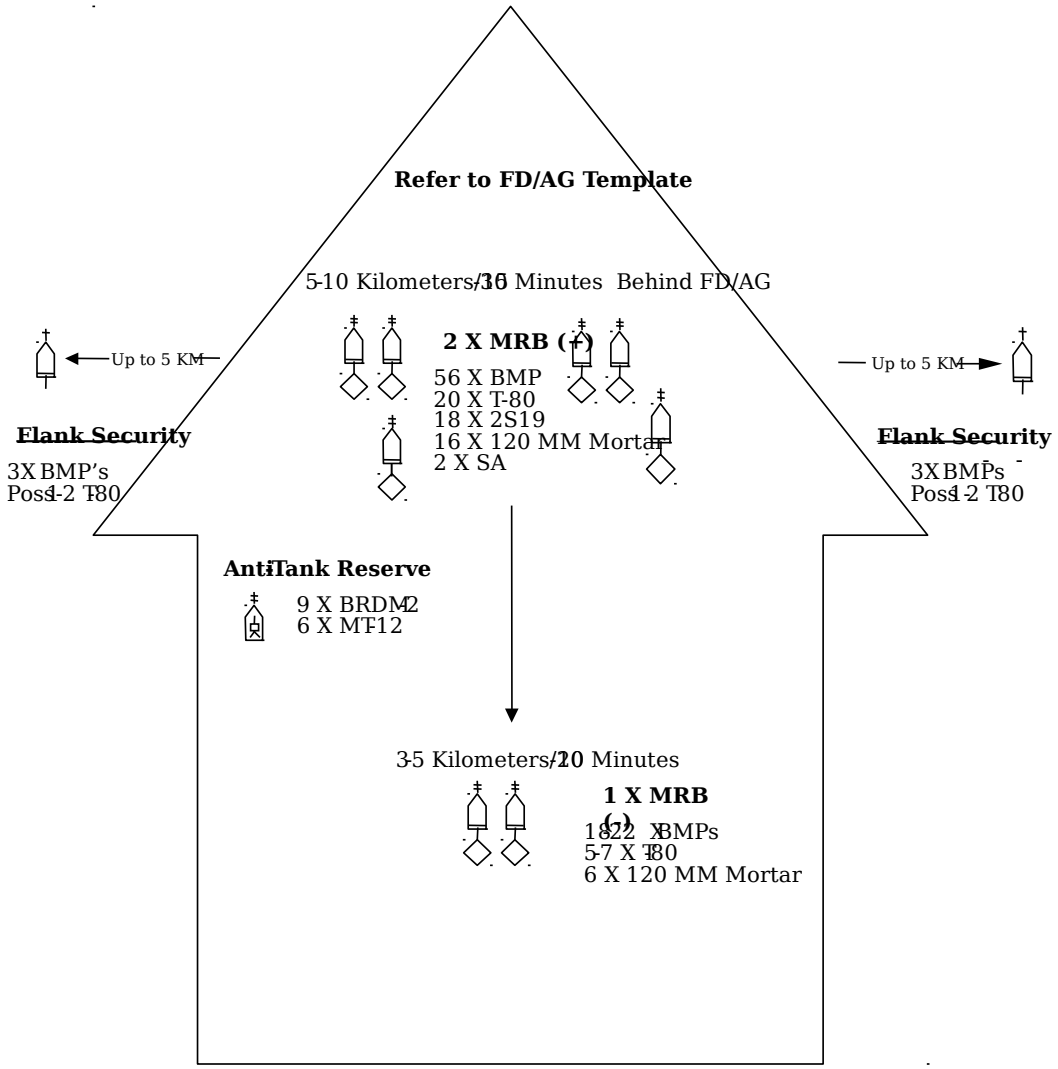
1. FS - 2A36, 120mm Mortars
2. Maneuver - T80 Tanks, BMP- 3s
3. ADA - ZSU-23-4 and 2S6

THREAT MODELS

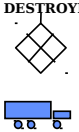
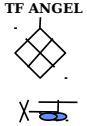
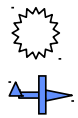
- **Consist of:**
  - **Doctrinal Templates**
  - **Description of preferred *Tactics* and *Options***
  - **Identification of *High Value Targets***
- **Should include:**
  - **Standard graphic control measures**
  - **Description of typical tasks to subordinates**
  - **Quality of training on each task**
  - **Employment considerations**
  - **Contingencies, sequels, failure options, & wildcard variations**
  - **Strengths & weaknesses**

DOCTRINAL TEMPLATE

MRR Meeting Battle



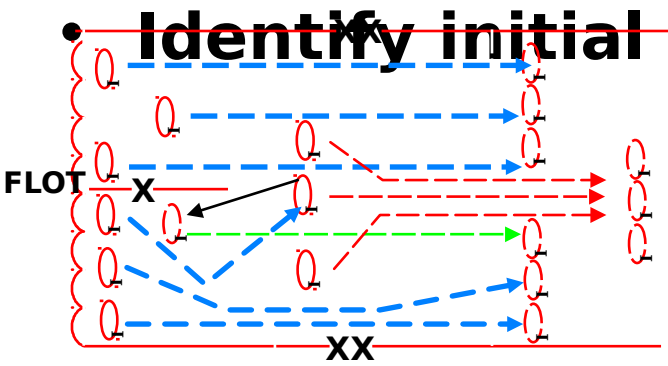
ENEMY CRITICAL EVENTS (MRR ATTACK)

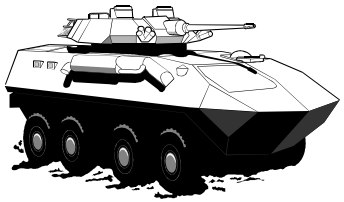
WHO	TASK/PURPOSE	TIMELINE	COMPOSITION	LOCATION
DIV RECON	TASK: 5th MRD PERFORM ZONE RECON ESTABLISH CPs INSERT DRTs PURPOSE: DEVELOP INITIAL INTEL PICTURE OF BPs, C2, ARTY, DRT CALL PHI FIRES	H-36 to H-24 DIV RECON VEH MOVE OUT OF 1 BCT AO TO SUBS OBJ AS RGT RECON MOVE INTO AO DRTs REMAIN IN 1 BCT AO	4 X BRDM 4 X BMP 6 X DRTs 1 X GSR (BRDM) HPT: TOC, TK TMs ENG, LOCOTs	INFILTRATE THRU TF 1 ZONE DRTs POSITION IN HIGH GROUND OPs -SEE SITEMP
REGT RECON	TASK: PERFORM DETAILED RECON PURPOSE: IDENTIFY / CONFIRM BPs, OBSTACLES, & STRENGTH. DEVELOP INTEL FOR PT OF PENETRATION PROVIDE TARGET DATA TO FA CALLPHII FIRES	INSERT H-12 to H-6 USE DIV RECON VTs TO FOCUS EFFORTS IRT (SA-14) EST ADA COVER EARLY)	4 X BRDM 4 X BMP 3 X CHEM BRDM 2M 1 X GSR 1 X ENGR BRDM (ERC) 6 X SA-14 BRDM (IRT) HPT: TOC, TK BPs, OBSTACLES, FA BN COLTS	INFILTRATE IN PAIRS OR AS SINGLE VEH. FOCUS ON CO/TM, FA BN, OBST LOC, ESTABLISH OPs -SEE SITEMP
INDEPENDENT RECON DETACH	TASK: CONFIRM STATUS OF BCT DEF PURPOSE: REESTABLISH RECON EFFORT / RECON BY FIRE/CBT IF NECESSARY. USED WHEN RGT RECON FAILS OR RGT RECON IS DESTROYED. AGGRESSIVE RECON THRU TF 1 CTR RECON CO/TM	USED O/O OF RGT CDR. MAY OPERATE H-4 TO BCT DEF TIME ALSO USED TO DESTROY CTR REC CO/TM TO ASSIST RECONSTITUTED RGT RECON INSERTION	FORCE VARIES 1-3 XT80 3-8 XBMP (TAKEN FROM 2D ECH MRB) OTHER	COA 1 COA 2 COA 3
TF DESTROYER 	TASK: INSERT BY TRK TO DIMOUNT PT, MOVE TO ASSIGNED OBJ PURPOSE: DEPENDENT ON COA. OPTIONS: a. SECURE KEY TERRAIN OR CHOKEPOINTS IN ADVANCE OF MRR MB b. CLEAR CHOKEPOINTS OR WAIVE OBSTACLES VIC PT OF PEN c. DEST CO/TM VIC KEY TERRAIN TO ASSIST MRR PT OF PEN (UNHINGE DEF) d. FIX A CO/TM AND PREVENT REPOS e. CREATE DECEPTION AS TO PT OF PEN	H-12 to H-6 NOTE: WILL DISMOUNT 35 KMs FROM OBJ TO REDUCE VULNER. TO FIRES WHEN IN TRKS	100 DISMOUNTS 6 CARGO TRUCKS 3 X A-15 1X120M MTR BTRY HPT: TK PLT/MECH PLT, INF DSMT, ENG ASSETS, VOLCANO	COA 1 OBJ COA 2 OBJ COA 3 OBJ
TF ANGEL 	TASK: INSERT BY HELO, MOVE DISMTED TO ASSIGNED OBJ PURPOSE: DEPENDENT ON COA OPTIONS: a. SECURE KEY TERRAIN OR CHOKEPOINTS IN ADVANCE OF MRR MB b. DEST CO/TM VIC KEY TERRAIN TO ASSIST MRR PT OF PEN (UNHINGE DEF) c. ISOLATE CO/TM AND PREVENT REPOS d. CREATE DECEPTION AS TO PT OF PEN e. FIX/ATTRIT RES CO/TM/DENY REPOS	H-18 to FIRST LIGHT •REQ MULT LIFTS •LZ PREP W/2S7 •USES FALSE LZs •ARMED ESCORT	100 DISMOUNTS 3 X A-15 1X120M MTR BTRY MAY INSERT INTO 2 SEPARATE FORCES/OBJ (50 DSMT EA) HPT: TK PLT, MECH PLT	COA 1 LZ OBJ COA 2 LZ OBJ COA 3 LZ OBJ
PHASE I FIRES 	TASK: COUNTERBATTERY EMPLACE SHAPERS (CHEM, FASCAM) DISRUPT BCT FS SYSTEM PURPOSE: SUPPRESS LONG RANGE FIRES SHAPE THE BATTLEFIELD FIRE SUPPORT FOR MOVEMENT OF TROOPS LIMIT BCT INDIRECT FIRES	H-45min to H	DAG FIXED WING BM21 BN 2S5 BN 2S19 BN HPT: COLT/SCT DPs, FA BTRY, FA FDC, BDE/BN TOC, RETRANS	DAG SET TEMPLATED COA 1 COA 2 COA 3

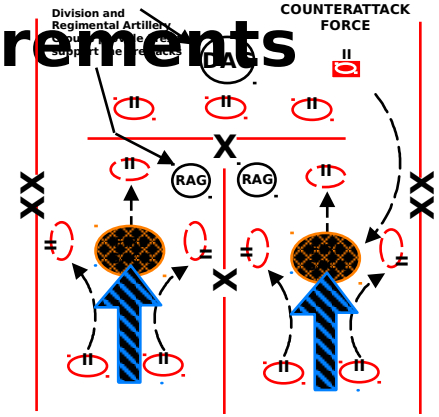
DETERMINE THREAT COURSES OF ACTION

Step 4

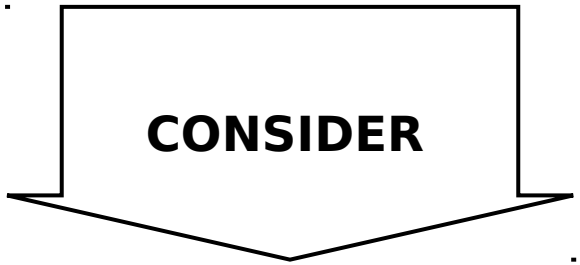
- **Identify the threat's likely objectives & desired end state**
- **Identify the full set of COAs available to the threat / Detail is time dependent. Most likely / dangerous**
- **Evaluate & prioritize each COA**
- **Identify initial collection requirements**







IDENTIFY THE FULL SET OF COAS AVAILABLE TO THE THREAT



- **COAs the threat believes appropriate to the current situation**
- **COAs that could significantly influence your mission**
- **COAs indicated by recent activities and events**

DOES COA MEET THE CRITERIA?

Suitability
Will it accomplish the objective?

Feasibility
Can he do it?

COA Criteria

Acceptability
Are the risks and resources worth it?

Uniqueness
Is it significantly different?

NOTE: Each COA must be consistent with Threat doctrine

EVALUATE & PRIORITIZE EACH COA

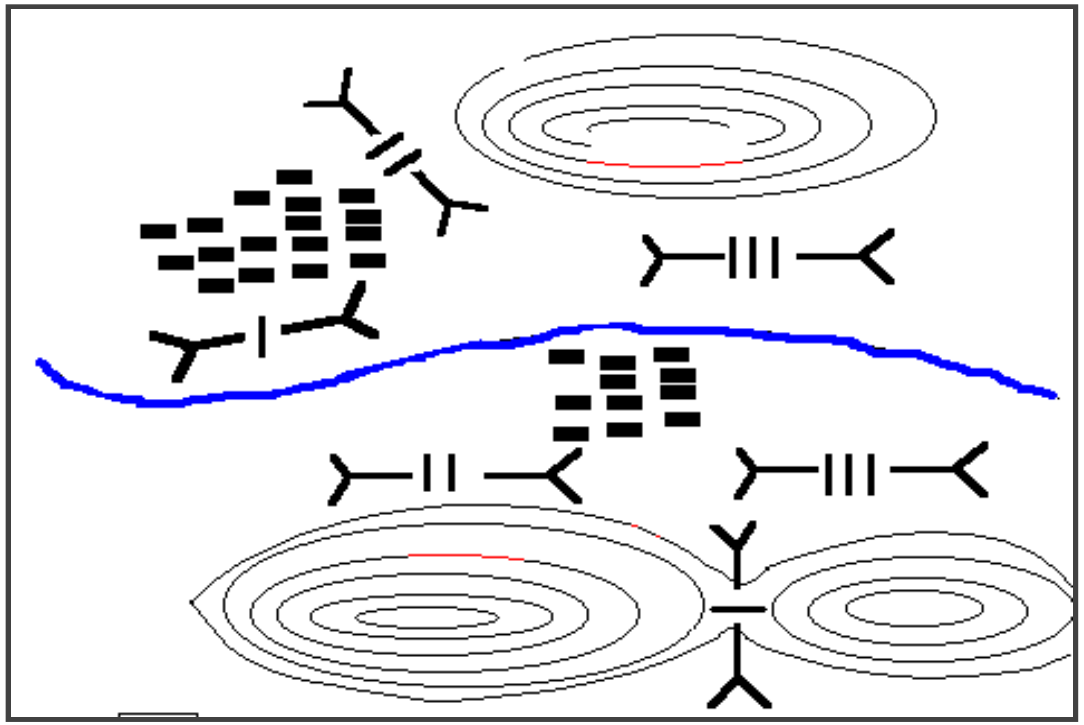
- **Strengths / Weaknesses**
- **Consistency with doctrine**
- **COA offers greatest advantage**
- **COA that minimizes risk**
- **Meets COA criteria**
- **Best fit to battlefield environment**
- **Recent activity (is one COA already selected)**
- **Deception Operations**

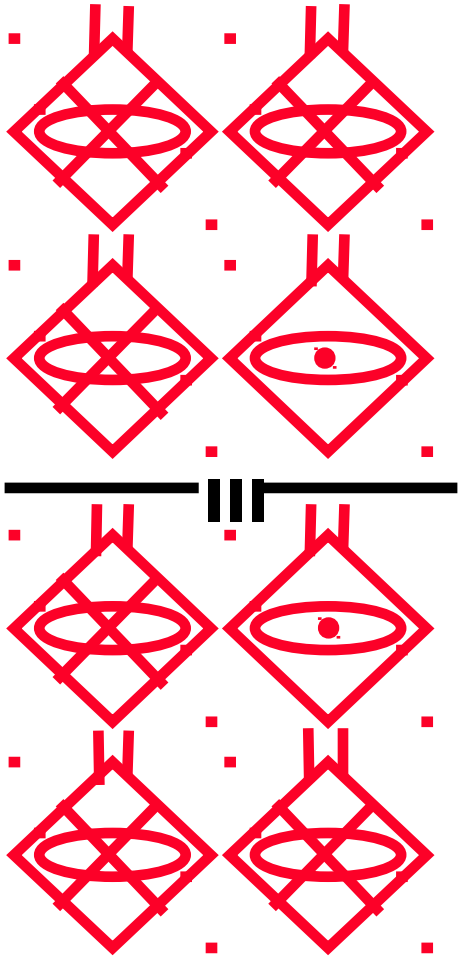
EACH COA MUST ANSWER:

- **WHAT: Type of operation**
- **WHEN: The time the action will begin**
- **WHERE: AO / AI / Sectors / Zones / AAs and Objectives**
- **HOW: How threat will employ his assets**
- **WHY: Objective or endstate threat hopes to achieve**

SITUATION TEMPLATE

Doctrine adjusted for Terrain and Weather





SITUATION TEMPLATE

Depicts how the Enemy might deploy and operate within the constraints of the weather and terrain.

HVTS VS. HPTS

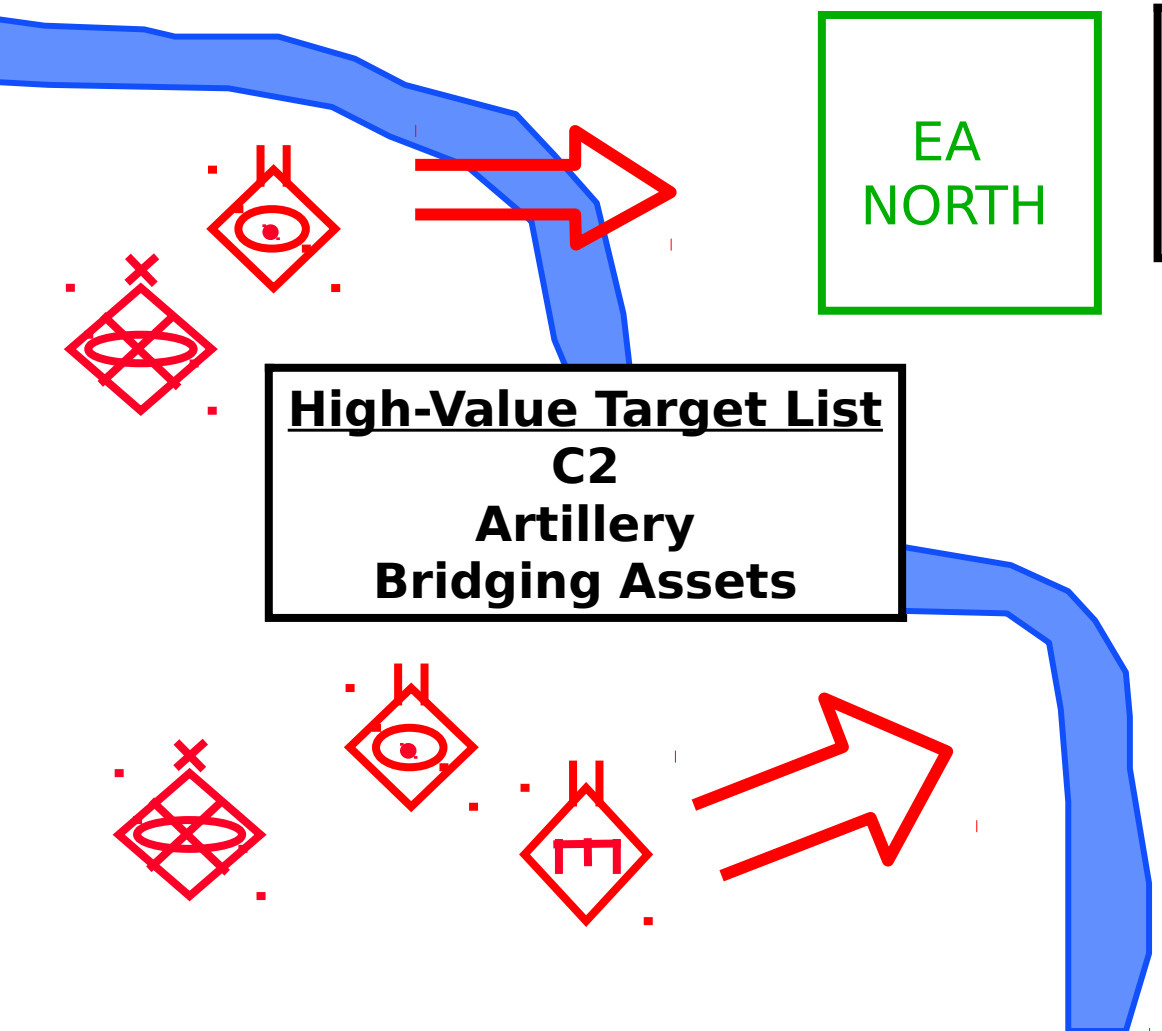
- **High-Value Target**

  Assets the Threat Commander requires for the successful completion of a specific course of action.

- **High-Payoff Target**

  A target whose loss to the Threat will contribute to the success of the friendly course of action.

HVTS VS. HPTS



EA
NORTH

High-Payoff Target List
C2
Artillery

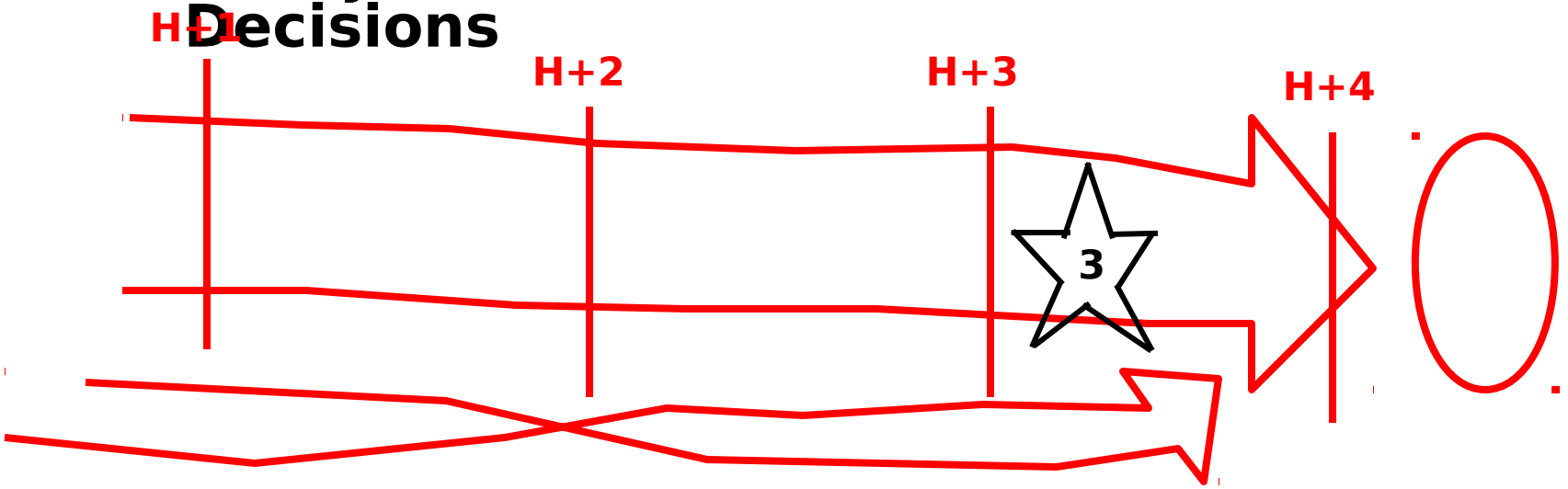
High-Value Target List
C2
Artillery
Bridging Assets

EA
SOUTH

High-Payoff Target List
C2
Artillery
Bridging Assets

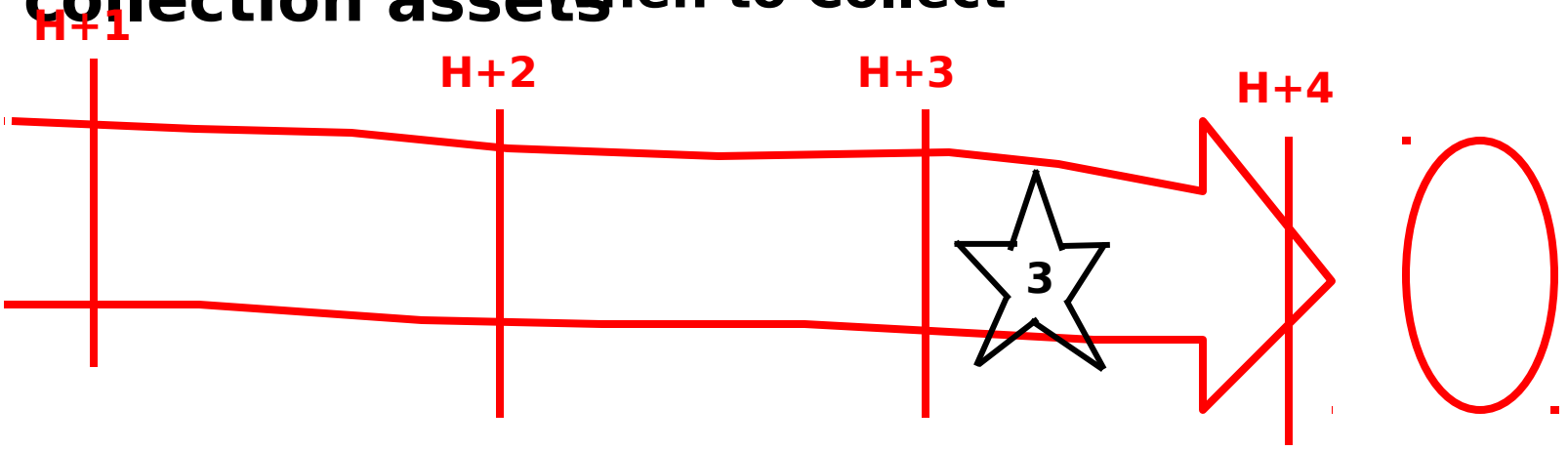
SITEMP COA DESCRIPTIONS

- **Earliest Time of Execution**
- **Time Phase Lines**
- **Likely Threat Commander's Decisions**



TIME PHASE LINES (TPLS)

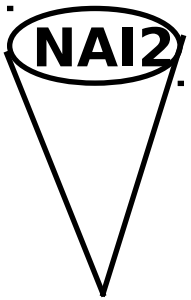
- **Based on enemy doctrinal rates of movement**
- **Adjusted for terrain, weather, & actual combat movement**
- **Assist in tracking the enemy and directing collection assets "When to Collect"**



NAMED AREA OF INTEREST (NAI)

Geographical area where information that will satisfy a specific information requirement can be collected

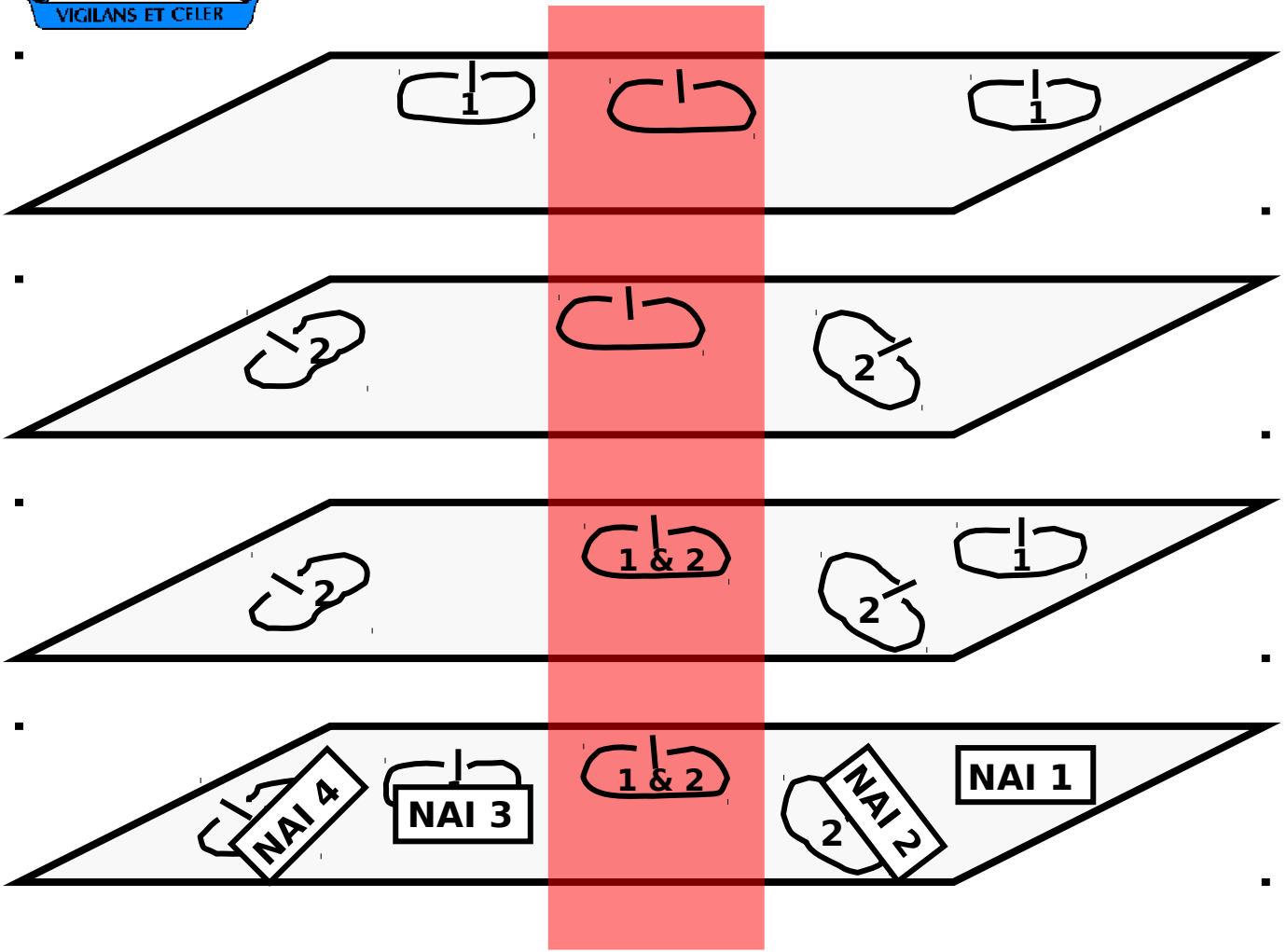
Where to collect



EVENT TEMPLATE

- **Depicts locations where critical events and activities are expected to occur and where critical targets are likely to be**
- **Consists of Time Phase Lines (TPLs) and Named Areas of Interest (NAIs)**
- **One event Template covers all Enemy COAs**
- **Collection Plan in Graphic Form**

EVENT TEMPLATE



Sitemp 1

Sitemp 2

Consolidated Sitemp

EVENT TEMPLATE

EVENT MATRIX

Enables the S2 to more precisely correlate what event or activity is expected within a geographical location and what time the event is expected to take place.

EVENT MATRIX

NAI	EVENT	NET TIME	NLT TIME	Indicates COA
1	Regt Recon Plt	H-4	H-2	COA 2
2	MRC	H-2	H-1	COA 1
2	Tank Co	H-2	H-1	COA 3
3	122 How Btry	H hour	H +2	COA 1
4	Tank Bn	H +2	H +3.5	COA 2

ARTILLERIZATION OF THE IPB PROCESS

"The FA Bn S2 expands intelligence products Of the supported unit, particularly the IPB, To focus on fire support, survivability, and Mobility issues for the FA Bn."

FM 6-20-1

" Bn S2s stay focused on your combat requirements, don't let yourself become bogged down in the "non-fighting" tasks at home station. Remember, intelligence is for the commander, so tell him something he don't already know!"

LTG Colby M. Broadwater

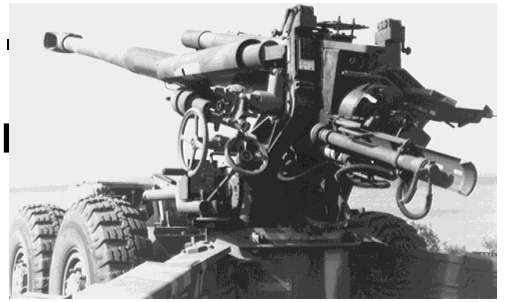
THE PROCESS

- **Garrison Preparation** - Training, OB database, and Threat Doctrine.
- **MCOO** - Addressing specific aspects that affect fire support
- **MCOO & COA Development** - S2 & S3 work together on COAs
- **Situational Templating & Integration** - BDE" SITEMP" refined to address FS issues, then used for positioning considerations
- **Event Templating** - Graphically depicts the events and timing of an

GARRISON PREPARATION

- **Coordinate with DIVARTY and supported BDE for Intelligence training**
- **Remember! Crime prevention, physical security & SAEDA are important, but *PREPARATION FOR WARFARE* should remain the primary focus of the S2's efforts (delegation & supervision is the key)**
- **Study threat doctrine models .. least Iraqi, Iranian, & N Korean Doctri**

What are capabilities and limitations of this threat system?



Armament	Max Effective Range
155mm	39,600m (BB) 30,000m (STD)

Rate of Fire: 3 rds/min @ 15min sustained fire

DEFINE / DESCRIBE THE BATTLEFIELD

- ***AO* and *AI* will mirror supported force**
- ***TERRAIN:* Position Areas friendly / threat**

  Effects of terrain on munitions effectiveness

  Areas likely to be targeted by special munitions
- ***WEATHER:* Consider effects on TA systems**

  Effects on special munitions

  Position Areas friendly / threat

EVALUATE THE THREAT

- **Focus threat models on HVTs**
- **Evaluate threat's ability to fight the counterfire battle**

ID TA assets and how they fight (doctrine)

Capabilities and limitations of TA assets

TA C3I described in terms of efficiency and timeliness

- **Threats ability to locate and destroy your TA assets**

MODIFIED COMBINED OBSTACLE OVERLAY

- **Artillery S2s must focus on the following aspects:**
  - **elevations**
  - **sight to crest**
  - **intervening crest**
  - **cant**
  - **range to target**
  - **soil composition**
  - **intervisability lines**
  - **mobility corridors**
  - **avenues of approach (GROUND / AIR)**

THREAT COAs

- **Refine supported force COAs and focus on HVTs developed into HPT during wargaming**
- **Threat fire support capabilities and limitations**
- **Threat TA assets capabilities and limitations**
- **Focus on COAs relevant to the FSCOORD**

THE MCOO AND COA DEVELOPMENT

Problem: Too many FA S2s complete the MCOO, and then shelve it until the orders brief.

Technique: Hang the MCOO on the Ops Map, & review maneuver Cdr's intent & critical FS tasks. Decide the optimal gun to target range (based on info from the S3) then draw range fans from Tgt area to PAs depicted.

Result: Isolation of optimal PAAs within that range fan & identify "undesirable PAAs"

SITUATIONAL TEMPLATING TECHNIQUES

Step 1: Graphically depict the artillery locations(btry level) which range your AO.

Step 2: Develop two SITEMPs, *most likely & most dangerous.*

Step 3: Graphically depict the objectives on the SITEMPs to ensure the S3 is not planning positions along the route or objective.

Step 4: Have the chemical officer template potential persistent & non-persistent strike areas.

EVENT TEMPLATING

Step 1: Copy all BDE NAIs onto the template, then add your BN NAIs.

Step 2: Develop Time Phase Lines (TPLs) to depict moving pieces (templated Arty Groups, etc.)

Step 3: Place friendly mov't TPLs in blue and enemy in red. These TPLs will help develop the DST in wargaming

Step 4: Graphically depict TA assets and Zones on the template, again this will help during wargaming.

WARGAMING & THE DST

Step 1: Participants include(at a minimum): XO,S1, S2, TO, S3, S4, FSO, & FDO.

Step 2: Overlay the event template onto the Ops Overlay

Step 3: Next the S3 lists the critical EFST / EFAT

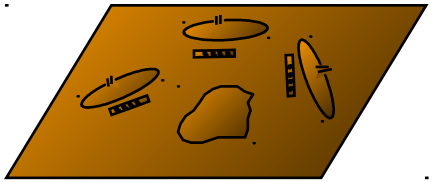
Step 4: Wargame each critical EFAT

Step 5: After wargaming, brief the FSCOORD about each critical FS task, raise the issues resulting from wargaming and offer *possible* solutions.

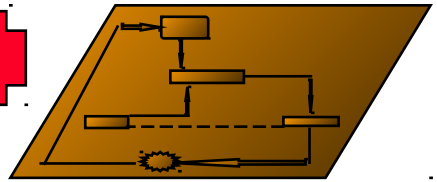
Remember ... the DST is a Staff Product!

TRADITIONAL IPB PROCESS

DOCTRINAL TEMPLATE

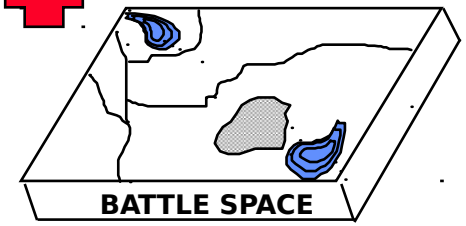


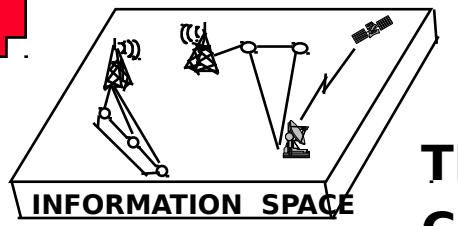
ENEMY DECISION PROCESS



ART

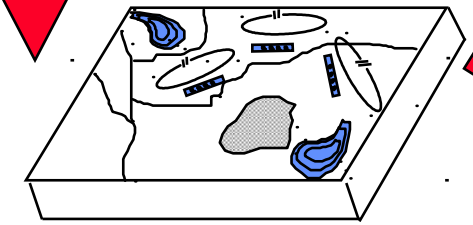
MCOO (ENVIRONMENT TEMPLATE)

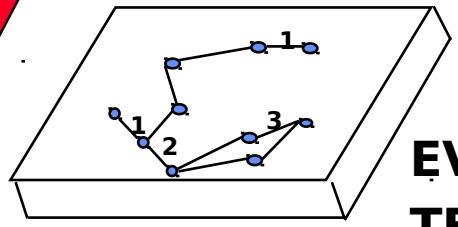




TECHNOLOGY
CDR PROFILE
PAST HISTORY

SITUATION TEMPLATE





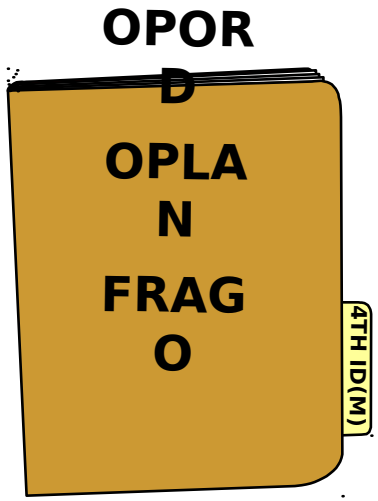
EVENT TEMPLATE

EVENT TEMPLATE + HVTL= S2 WARGAMING TOOLS

IPB & THE MDMP

Command and Staff Actions

Mission Analysis → Develop COAs → Wargaming and Decision → Write OPORD



P ent t s — *THREAT COAs HVTL*

Prioritized Threat COAs and Draft Event Template — *MOST LIKELY MOST DANGEROUS COA*

Co on — *EVENT TEMPLATE / INTEL SYNCH / COLLECTION PLANS (R&S) HPTL*

BOTTOM LINE

IPB helps the Commander and Staff put together the best possible plan in the time available

“Know the enemy and you need not fear a hundred battles”

Sun Tzu

SILLY CLAUSEWITZ QUOTE

“War is essentially an expression of hostile feelings.”

Clausewitz….

Really!